Crimson Tears™

TEEN
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CONTENT RATED BY ESRB

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Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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A Special Message from CAPCOM

Thank you for selecting CRIMSON TEARS™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

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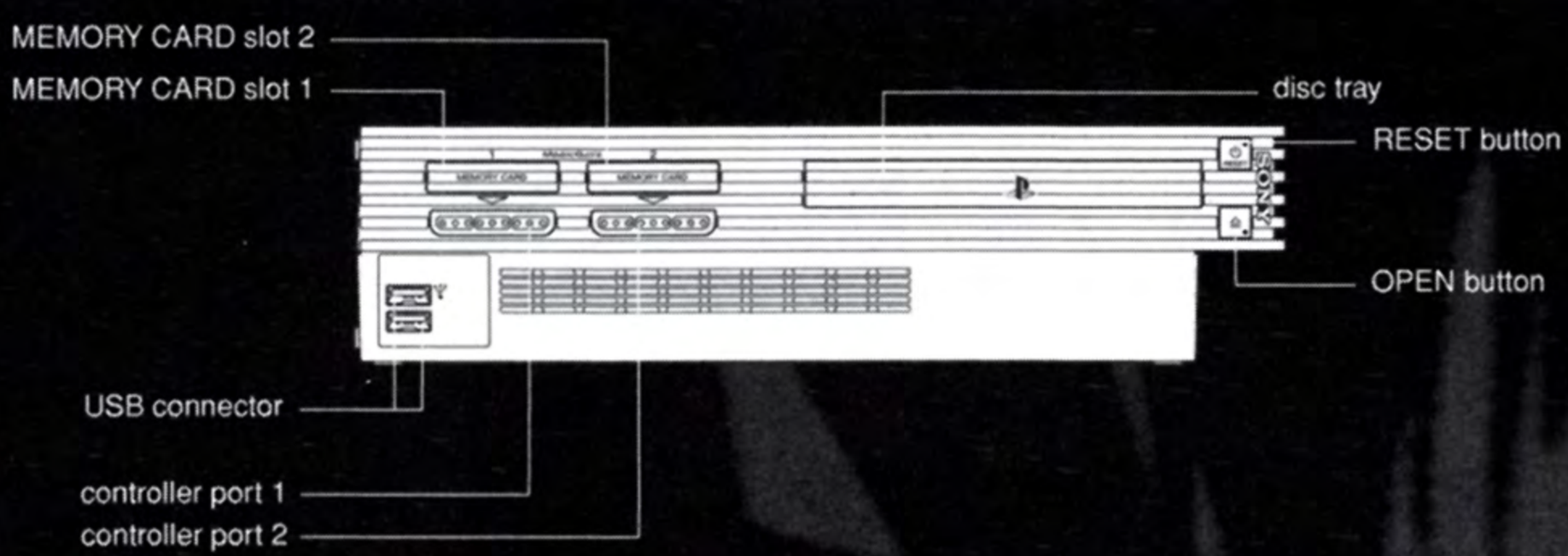
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **CRIMSON TEARS™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

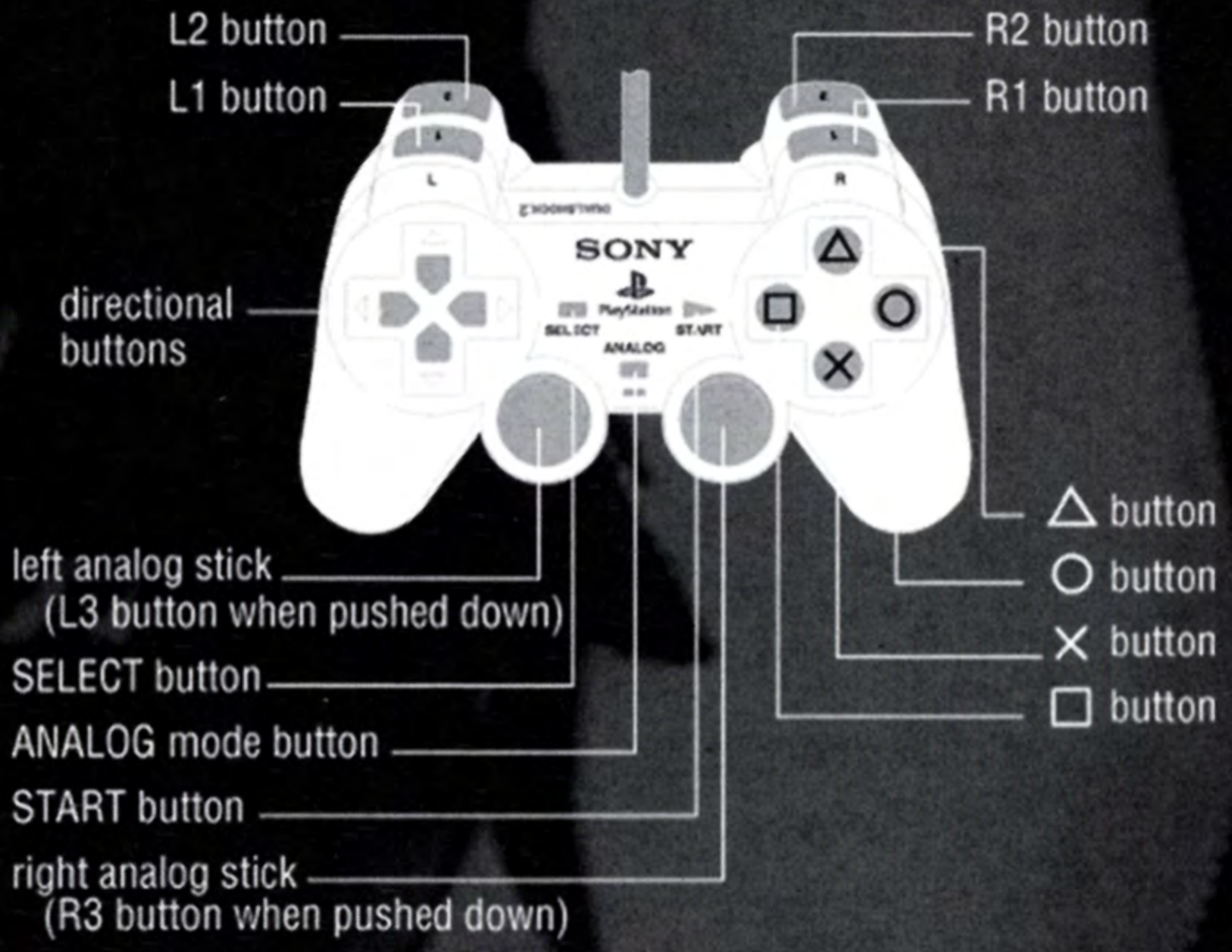
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system.

You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can reconfigure the default controls and turn the controller's vibration function on/off in the Option Screen.

BASIC CONTROLS

START button	Start game Open Sub Menu
directional buttons	Cycle through selections Run
left analog stick	Cycle through selections Walk/Push harder to run
△ button	Special move
○ button	Cancel menu selection Long-range attack
× button	Confirm selection Attack 2 (close-range)
□ button	Attack 1 (close-range)
× + ○ or □ + ○ buttons	Absolute field
L1 button	Emergency maneuver
R1 button	Guard

TOKYO, 2049

Tokyo has become a complete labyrinth...Things have gotten out of control at the DNA research facilities of the super weapons manufacturer A.R.M.A., creator of dimensional labyrinths known as **Dungeons**.

A freak accident has caused distortions in the planet's spatial dimensions. Everywhere on Earth, the dimensional structure of space is destabilizing!

Adding to the chaos, bioengineered weapons are being produced left and right. With things totally out of control, A.R.M.A. decides to send in the Mutanoids, their most powerful humanoid weapons.

Now Amber, Kadie and Tokio, three super-strong Mutanoids, are about to face the dangers of the labyrinths ...armed with only their martial arts expertise and any weapons they can find along the way!

BIOENGINEERED WEAPONS

This form of powerful weapons developed by A.R.M.A. has been strictly forbidden, having turned lifeforms into deadly weapons. Even though their appearance reflects their specialized abilities, there is no denying the fact that these are incomplete life forms. After the freak accident in Tokyo, bioengineered weapons are running loose, freely invading the dimensional labyrinths.

HUMANOID WEAPONS (MUTANOIDS)

Amber, Kadie and Tokio are three newly-developed bioengineered weapons. They have been created to resemble humans more closely, have super-human athletic abilities, and can easily handle a vast array of weapons.

Although they look human, their bodies are specifically designed for battle.

DIMENSIONAL LABYRINTHS

A mysterious phenomenon that has consumed a corner of Tokyo. Following a freak explosion, distortions in the spatial dimensions are causing the formation of unstable super-dimensional Dungeons. A.R.M.A. experiments are rumored to be the cause of all this.

MUTANOIDS

AMBER

Preferring knives, swords, and other bladed weapons, she wields them two at a time. This gives her immense speed and destructive power.

NOTE: Amber can only double-equip same-weapons.

TWIN BLADE SAMURAI

Amber's Engineered Age: 19 years
Height: 5 ft. 5 in.
Personality: Straight-forward with strong beliefs/convictions
Abilities: Excels in close-range weapons and is a master at two-sword fencing
Issues: Has a tendency to get emotional when it comes to two things: fighting, and her own existence

TOKIO

A gun specialist, capable of wielding two guns at once. Tokio has a lineup of unique weapons at his disposal. He can perform a dodge roll while holding his gun up (L1 button + left analog stick).

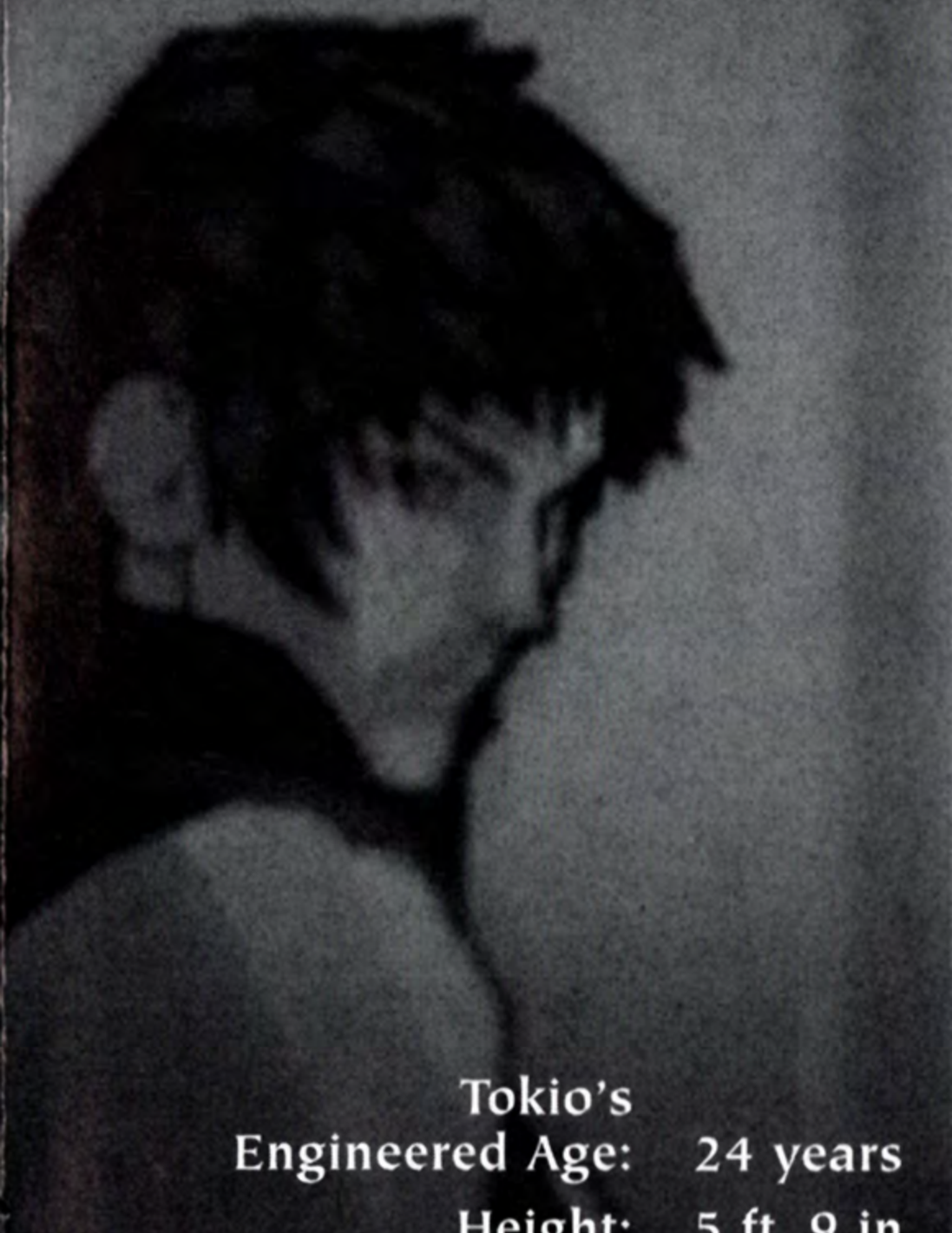
STEEL GUNSLINGER

MECHANICAL ERADICATOR

KADIE

Capable of equipping the Buster Sword and the ultra-high-speed Claw. She also excels at bomb-type weapons, making this Mutanoid very easy to control. Kadie cannot block attacks.

Kadie's
Engineered Age: 16 years
Height: 4ft. 10 in.
Personality: Child-like, with a high level of curiosity
Abilities: Specially designed for strength, she can wield an inhuman amount of power
Issues: Does not comprehend right and wrong, so she doesn't hold back when it comes to destruction and slaughter



Tokio's
Engineered Age: 24 years
Height: 5 ft. 9 in.
Personality: His strong sense of justice is balanced by always knowing just the right thing to say for comic relief
Abilities: Expertly handles any firearm
Issues: Concern that his strong sense of justice may affect his actions as a bioengineered weapon

MODE SELECT

When you first turn on the game, the demo movie will play. Following the movie, the Title screen will appear. Press the START button to go on to the Mode Select screen.

Use the left analog stick or directional buttons to cycle through the Mode Select options, and press the ⊗ button to confirm your selection.

- **NEW GAME** – Start a new game from the beginning after choosing your difficulty from three selections.
  - **EASY** – Low-difficulty setting for easy enjoyment of the game. Certain items are not available in this mode.
  - **NORMAL** – Ideal setting to play the game in.
  - **HARD** – Higher difficulty level that boosts the survival aspect of the game.
- **LOAD GAME** – Load save game data to resume your game from the point where you saved it.
- **OPTION** – Configure game environment options.

■■■ OPTION

- **SOUND** – Chose from **Mono**, **Stereo** and **Dolby® Pro Logic® II**. (This game is presented in Dolby Pro Logic II. Connect your PlayStation 2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.)
- **SET BUTTON** – Configure the button controls to your own personal settings.
- **BGM VOLUME** – Adjust the volume of the game's background music.
- **SE VOLUME** – Adjust the volume of the game's SE (sound effects).
- **VIBRATION** – Turn the controller's vibration function **On/Off**. When it's **On**, the controller will vibrate in response to game events.
- **SCREEN POSITION** – Adjust the position of the game screen on your TV.
- **SET COLOR** – Adjust the color settings on your TV.
- **MOVIE SUBTITLE** – Turn the Subtitle option On/Off.

MOVING AROUND

You control one of the three characters: Amber, Tokio or Kadie .
The game begins in the Garage. From there you will move on to the Dungeons or Town.

Walking in the Dungeons makes it harder for the enemy to spot you. Try and sneak around behind them without being noticed and attack them to inflict even more damage

■ GARAGE ACTIONS
- Save/Load game data
- Switch playable characters
- Bring home items/weapons
- Buy/Sell Items
- Upgrade/Repair Weapons
- Clear Dungeons

■ TOWN ACTIONS
- Buy and sell items in the shop

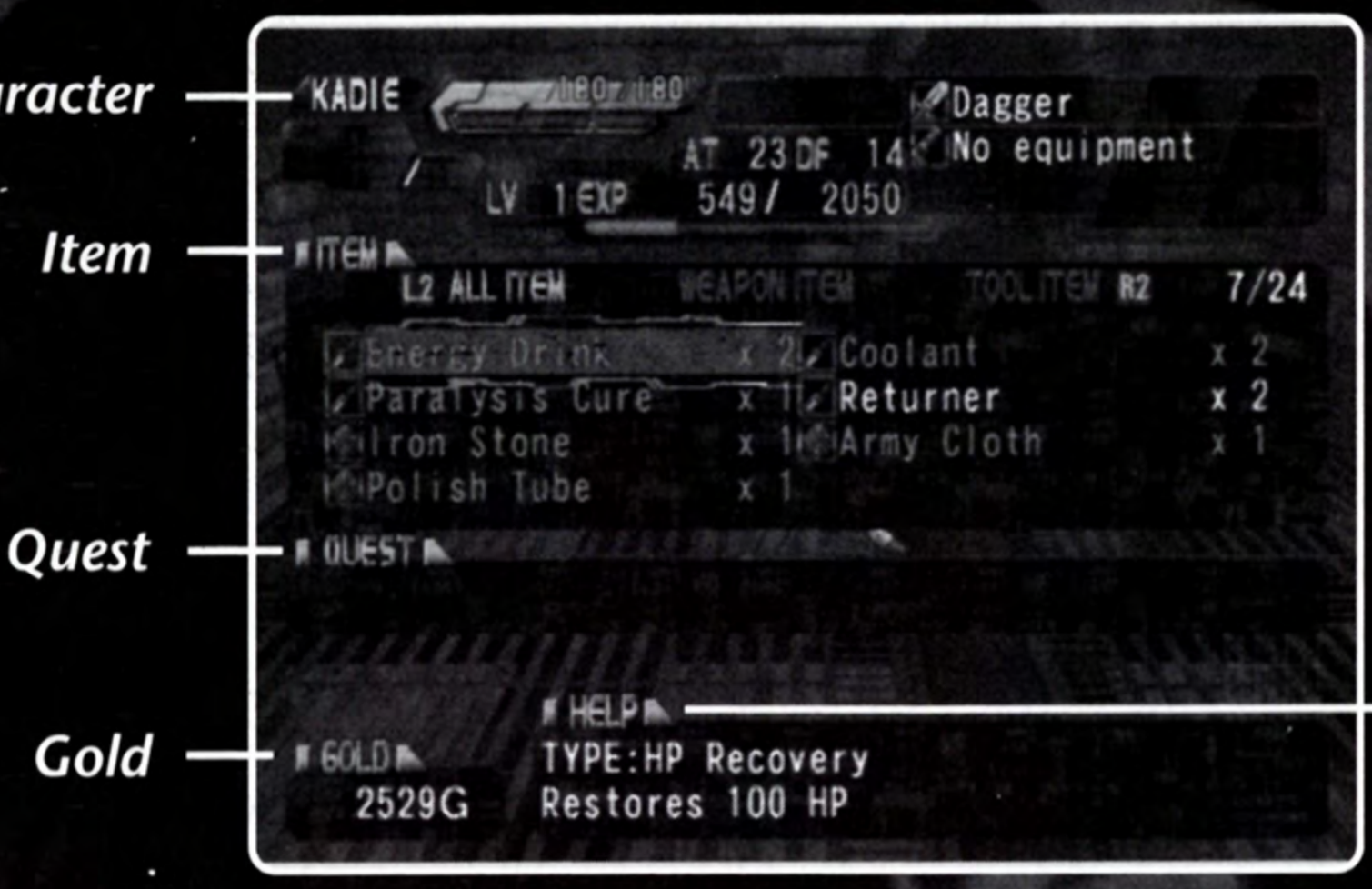
■ DUNGEON ACTIONS
- Fight enemies in battle
- Face powerful bosses
- Obtain a wide variety of items

GAME SCREENS

INSIDE DUNGEONS

- **AMMUNITION** – (Not shown.) Remaining ammunition for the long-range weapon equipped.
- **HP GAUGE** – Amount of HP your character has left. When this reaches 0, your character is "knocked out."
- **MT GAUGE** – Fills up as you perform actions in the Dungeons. If it reaches 100%, your character overheats.
- **CLOSE-RANGE WEAPON** – (Not shown.) This icon appears when a close-range weapon is equipped.
- **ENEMY INDICATOR** – Enemy's level and remaining health.
- **MAP** – Map of the floor you are currently on.
- **KEY CARD MARK** – Appears when you acquire a key card.
- **INDICATOR** – (Not shown.) Displays important information, names of items picked up, etc. when available.
- **COMBO COUNTER** – (Not shown.) Displays the total number of moves in the combo just performed.

MENU WINDOWS



- **CHARACTER** – Displays current status and equipped items.
- **ITEM** – Use items here. There may be certain situations when certain items cannot be used. (Sort items with the L2/R2 buttons.)
- **QUEST** – Displays sub-quests and rescue information.
- **GOLD** – Amount of gold you currently have.
- **HELP** – Displays item descriptions.

GARAGE

The Garage is as your home base. Move from here to the Dungeons or to the Town, or climb down the ladder to the basement level.

■■■ MAIN GARAGE

- **CHARACTER SELECTION** — Talk to other characters in the Garage (press the ⊗ button) to switch to another character.
- **WAREHOUSE** — Enter the Warehouse through the door in the back. Get close to the window and press the ⊗ button to open it. You can store extra items here that you don't have room to carry around.
- **GO TO TOWN** — Leave the Garage to go to the Town.

■■■ GARAGE BASEMENT

- **TELEPORTER** — Touch the Teleporter to bring up the list of places you can travel to.
- **COMPUTER** — Stand close to the computer and press the ⊗ button to do the following:
  - **COMBO/SPM UPGRADE** — Use collected items to upgrade the abilities of your characters.
  - **MONSTER VIEWER** — View information on enemy monsters. Information is added when you defeat monsters in the Dungeons and acquire M Files from them. Press the L1/R1 buttons to toggle pages.
  - **MOVIE VIEWER** — Go back and review any cutscene you have already watched during the game.
- **SAVE** — Save your current progress to a memory card.
  - You must have a memory card with at least 52KB of free space inserted in MEMORY CARD Slot 1 in order to save your game.
  - Do not turn off the power to the console, reset the console, or remove/insert the memory card during saving, as it may corrupt the game data.
  - You can save up to three game data files on one memory card.
  - You can also save your game in the Dungeons by using the Recorder.
- **LOAD** — Load saved data from a memory card inserted in MEMORY CARD Slot 1.
- **OPTION** — Configure game environment options. (See page 8.)

TOWN

This part of the city is isolated from everywhere else. It may be small, but the people left behind here haven't given up on life. Talk to the townsfolk here to gain useful information.

- **CONVERSATIONS** — Talk to town residents by approaching them and pressing the ⊗ button.
- **SHOP** — Some residents run shops where you can buy and sell items. Among them are:
  - **KNIFE DEALER** — Buy and sell close-range weapons, plus upgrade and repair them.
  - **GUN SHOP** — Buy and sell long-range weapons and buy ammunition.
  - **ITEMS SHOP** — Buy and sell useful items such as health recovery. And don't forget the Returners and Cool Downs before you head off to the Dungeons.
- **SUB-QUESTS** — As you talk to the people in town, you will be asked to complete certain tasks for them. Take on the jobs and complete them for some nice reward money.
- **A GROWING TOWN** — By donating money to the town's elder, you can help the town grow. Shops will also start to carry more items.

DUNGEONS

Dungeons are underground dimensional labyrinths. Connect to the Dungeons with the Teleporter. Due to the effects of changes in the dimensional fabric, Dungeons change every time you enter, and are not easy to escape from.

- **TELEPORTER** — Each floor of the Dungeon is connected with an inter-dimensional transport teleporter. You need a special key card to use the teleporter.
- **MAP** — A map appears at the bottom right corner of the screen while you are in the Dungeons. Map information is color-coded:
  - **RED** = Your current position
  - **BLUE** = Location of teleporter
  - **GREEN** = Position of enemy holding the Key Card

RESCUE & BOSSES

RESCUE

When your character is knocked out and no longer able to go on, you can switch to another character back at the Garage and then go in and rescue the first character.

If you do so within the time limit, you can take back an item that will give you extra experience points.

If you fail, or choose not to go in to rescue the character, you will lose all items except the equipment, and the character will require some time to recover before you can use him or her again.

GOING UP AGAINST BOSSES

Deep in the Dungeons are powerful Boss characters who are the ultimate objective of your missions. If your character is knocked out in a Boss fight, you can select a different character and jump straight to the Boss fight.

STATUS

NORMAL STATUS PARAMETERS

- **HP (Hit Points)** — Decreases when you take damage. When it reaches 0, you are knocked out.
- **MT** — Increases over time, and when you use special moves, absolute fields, and evasive maneuvers. Use Cool Down items to bring it back down, before it fills all the way up and you go into Overheat status.
- **OVERHEAT STATUS** — This is where your Mutanoid abilities run wild. Your defense is halved and your health continues to drop, so you could find yourself knocked out if you're not careful. Your speed and attack power are doubled, so you can also use this to your advantage. You return to normal status after a certain amount of time has passed, but your health will be much lower.
- **LV** — Your current level. Your HP, AT and DF parameters will rise as your level increases.
- **EXP** — Your level rises each time you earn a certain amount of experience points.
- **AT** — Damage done to enemies increases as your attack power increases.
- **DF** — Damage taken from enemies decreases as your defense increases.
- **KNOCKED OUT** — If you decide not to rescue a character, that character will be transported back to the Garage automatically. It will take time to repair the unit, so you won't be able to use that character again for a certain amount of time. The character's level will stay the same, but the experience points return to 0, items are lost, and the money you had is returned to its original location in the Dungeon.

ABNORMAL STATUS

Traps and enemy attacks may have the added effect of weakening you with an abnormal status. These will evaporate after a certain amount of time. You can assist this process by returning to the Garage, switching floors with the Teleporter, or using certain items. Abnormal statuses include:

- **PARALYZE**
- **BURNING**
- **COMBO DOWN**
- **GUARD DOWN**
- **POISON**
- **ALERT**
- **ATTACK DOWN**

COMBAT

CLOSE-RANGE ATTACKS 1 & 2

▢ button	Forward attack Punch (hand-to-hand)
✕ button	Attack area Kick (hand-to-hand)

Controller buttons have different functions in battle, so adapt to your surroundings and use them effectively. Use the left analog stick or directional buttons to change your target.

COMBO MOVES

▢ or ✕ button Press continuously

By continuously pressing the Attack ↑/↓ buttons, you can perform some amazing combos. The number of times your combo moves make contact is displayed in the Combo Counter at the top of the screen. Racking up big combo numbers will earn bonus items such as extra experience points and gold, and even make the enemies drop items more often.

Combo variations differ from character to character and depend on the weapons equipped at the time. You can also increase your repertoire of moves with Combo Upgrades.

SPECIAL MOVES

△ button Special moves

Special moves are capable of dealing a large amount of damage. But remember that they will really add to your MT Gauge, so use them only when needed. Special move variations differ from character to character and depend on the weapons equipped. You can increase your repertoire of moves with SPM Upgrades.

LONG-RANGE ATTACKS

○ button Long-range attack

The long-range attack allows you to draw your equipped long-range weapon and fire it at enemies far away. With long-range attacks, your firearm has limited ammunition. Once gone, this attack is no longer available. You can buy more ammunition in Town at the shops, or replenish it with ammunition items.

ABSOLUTE FIELD

✕ + ○ or □ + ○ buttons Press simultaneously

Unleash an impenetrable field and send all enemies around you flying. Using this makes your MT shoot up quick.

CRITICAL HIT

Attack so your enemy doesn't notice you.

Attacking your enemy before you are noticed allows you to deal an extra amount of damage with a special move.

GUARD

R1 button Guard

This will let you guard your enemy's attack. Lasers and attacks from behind cannot be guarded against, but you can guard against gunshots from all directions.

GUARD ATTACK

R1 button + ✕ or □ button While guarding, press either button the moment you are attacked

While guarding, time this move so that you attack the instant an enemy attacks. Doing this can cancel your guard and counterattack.

EVASIVE MANEUVERS

L1 button Evasive maneuvers

Using evasive maneuvers allows you to avoid all enemy attacks. Be careful, because this increases your MT gauge.

NOTE: When Tokio has his firearm drawn, his evasive maneuver motion is a special rolling motion. Use the left analog stick to roll in the direction you want.

UPGRADING YOUR COMBO/SPM LIST

You can increase your list of combos and SPM (special moves) with Special Combo/SPM upgrades.

1. **Go to the Garage basement, stand next to the computer and press the ⊗ button.**
2. **In the menu that appears, select COMBO/SPM UPGRADE. This takes you to the Upgrade (EX) screen.**
3. **Select the weapon you want to upgrade. You will go on to the Combo List, where you can use the ▣ and ⊗ buttons to test out the combos in real time.**

EX・COMBO
The next upgrade skill is highlighted in yellow.
PARTS:COMBO X0 SPM X0
Press START button to exit
Press SELECT button for View Mode
SPM LV 1
Red line - Attack 1 button
Blue line - Attack 2 button

4. **Move the cursor to the flashing yellow area and press the ◎ button to upgrade the combo. This uses one Combo Upgrade.**

   NOTE: Moves outlined in red are Major Damage moves. Moves outlined in blue are Guard Break moves. Depending on the character's level, there may be times when no upgrade is possible.

5. **Move the cursor to the SPM display on the left and press the ⊗ button to upgrade your list of special moves. You will need one SPM Upgrade per move.**

NOTE: On the Combo List screen, press the SELECT button to switch to View Mode. Then use the right analog stick to move the camera around.

WEAPONS

WEAPON BASICS

You will use a vast array of items to make it through the Dungeons in this game. However you can hold only 24 items, and the number per each individual item is restricted. If you want to survive, it's a good idea to understand how all of the items work and how to use them effectively.

Different weapons provide different combos and special moves. The type of weapon you use also affects the amount your MT is increased with each attack.

NOTE: Long-range weapons do not have special moves.

ATTRIBUTES

Each weapons has one of eight different attributes, which are:

- **THUNDER** = Electricity Attribute
- **HEAT** = Fire Attribute
- **POWER** = Power Attribute
- **PHOTON** = Light Attribute
- **COOL** = Cool Attribute
- **SPEED** = Speed Attribute
- **SHADE** = Dark Attribute
- **NONE**

Some enemies are weak against certain attributes. When you attack them with a weapon having that attribute, you'll deal more damage than normal. On the other hand, some enemies are strong against certain attributes, so using a weapon with that attribute will do less damage than normal.

LEVELING UP WEAPONS

When you use an equipped weapon, it levels up by earning experience points. Each time its level goes up, its attack power goes up and its endurance is restored a little. The higher the number of combos you string together, the more experience points your weapon gets.

REPAIRING WEAPONS

As you attack enemies with your weapon, the weapon becomes weaker. If a weapon's endurance drops to 0, the weapon will break. Although you cannot repair a broken weapon, you can restore a weapon's endurance by taking it to the knife dealer in town and repairing it.

NOTE: As a weapon's endurance decreases, its color cycles through white, yellow, orange and finally red.

CLOSE-RANGE WEAPONS

■ GLOVE — Easy to find, this basic weapon doesn't use much MT. All players can use this.

■ KNIFE — Attack your opponents with speedy, nimble movements. Amber and Kadie can use this.

■ SWORD — The easiest of all the weapons to use. Amber and Kadie can use this.

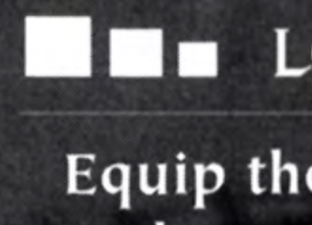
■ BLADE — Two-handed sword with a wide attack radius. Amber and Tokio can use this.

LONG-RANGE WEAPONS

Equip the weapon and press the ◉ button to use it. Ammunition is limited, and once you run out, you can no longer use the weapon until you collect more ammo or recharge it in the gun shop. Although these weapons cannot increase in level, you won't have to worry about them breaking, either. Different weapons have different characteristics, so learning to use them well will prove handy in battle.

■ HANDGUN — Small firearm is easy to use and doesn't consume MT. All players can use this.

■ BOMB — This hand grenade explodes on impact and disappears after one use. All players can use this.



■ MACHINE GUN — Designed for rapid firing, this gun allows you to push back enemies without giving them a chance to retaliate. Only Tokio can use this.

UPGRADING WEAPONS

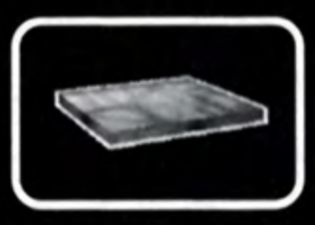
At the Knife Dealer, you can upgrade your weapons to make new weapons and give them new abilities. To upgrade, you need money and the necessary materials for the upgrade.

■ *EXAMPLE:*

DAGGER + IRON STONE + ARMY CLOTH + 400G = ARMY KNIFE

UPGRADE MATERIALS

Upgrade materials are found in Dungeons. Use them for upgrading weapons and unlocking combo moves.



■ **FLAT** — Steel panels with various attributes.

■ **STICK** — Steel rods with various attributes.

■ **CRYSTAL** — Crystals with various attributes.

■ **COMBO UPGRADES** — Needed for upgrading combos.

■ **SPM UPGRADES** — Needed for upgrading special moves.

ITEMS

USABLE ITEMS

Items obtained by defeating enemies have various uses and effects. They can only be used once, but will restore HP, decrease MT, or cure abnormal status. You can also purchase these in shops.

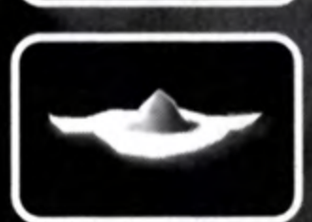
■ **ENERGY DRINK** — Restores some HP.

■ **COOL DOWN** — Reduces MT gauge. May also cure Overheat status.

■ **RETURNER** — Crucial item that bends time and allows you to return to the Garage from inside a Dungeon.

■ **EXIT RADAR** — Displays the Exit Teleporter on the Map.

■ **LIGHT BULLETS** — 50 bullets for handguns.



■ **POISON CURE** — Cures Poison status.

INSTANT-EFFECT ITEMS

These items take effect instantly when you collect them.

■ **HEAL JELLY** — Restores a certain amount of health.

■ **COOL JELLY** — Takes a certain amount of MT off the gauge. Also brings you out of Overheat Status.

■ **GOLD** — Needed for purchasing items.

SPECIAL ITEMS

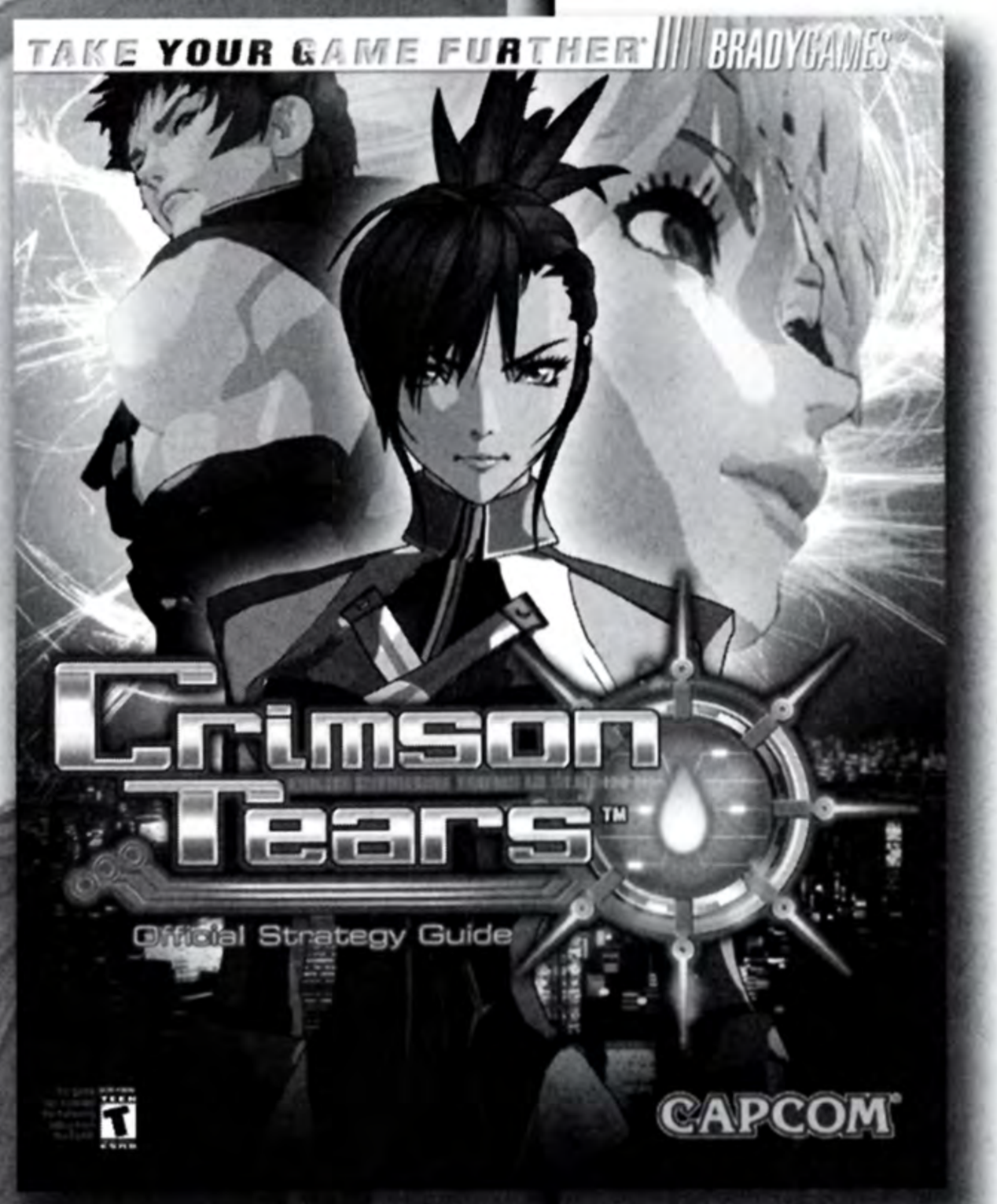
■ **KEY CARD** — Allows you to operate the Teleporter for the floor you found it on.

■ **RECORDER** — Allows you to save your game from inside a Dungeon. Good for one use only. It cannot be used on a floor where a Boss appears.

NOTE: When you load data saved from inside a Dungeon, you resume play in that Dungeon at the beginning of the floor where you saved.

TAKE YOUR GAME FURTHER® BRADYGAMES®

SHED NO TEARS AS YOU BATTLE MUTANT CREATURES...



Get the Official Strategy Guide from BradyGames!

- Exhaustive Walkthrough with Strategies for Each Area and Its Enemies.
- Complete Combat Moves for Every Character.
- Detailed Lists of Melee Weapons, Firearms and Items.
- Tips for Weapon Construction.
- Comprehensive Bestiary, Game Secrets and More!

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